How to / Trackmania / General / Sound formats

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Introduction

Trackmania knows 3 different audio formats, used in different places and on different occasions: **WAV, OGG and MUX.**

We'll give you an overview what they're good for and how they're created.

Attention! Converting DRM/protected audio files might require special tools/methods not described in this tutorial!

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Section 1: Software needed

For converting audio to the right formats, you need one of these players

Foobar2000 (Freeware)
A powerful audio player with good conversion functions.
or
Winamp (Sort of Freeware)
A popular (but overrated) audio player with conversion functions.

If you want to learn how to edit sound files properly, then you also need

Audacity (Freeware, version 1.3.4 or higher)
An audio editing & cutting program.

Section 2: Short format descriptions

Format WAV

WAV, the "Waveform audio format" is a very old sound format with lots of subformats, widely used over many computer platforms.
Trackmania uses today's standard subformat "**Microsoft/Windows PCM 16bit**". This is a lossless way of storing audio information (at Compact Disc quality), therefor the resulting filesizes are pretty large.

Within Trackmania, WAV should only be used when playing very short sound samples, such as sound effects in the mediatracker or a custom car's horn sound.

Format OGG

OGG, or better "Ogg Vorbis" is a modern, licence free audio compression format with better compression quality than MP3, often used in computer games.

OGG is the best sound format to use within Trackmania.

Format MUX

MUX is actually no real sound format. Trackmania can take OGG files, rewrite the file's header data and save it as a ".mux" file. The resulting ".mux" file can only be played back within Trackmania.
Rumours say that, this rather strange rewriting procedure was made to avoid legal conflicts, which could occur when Trackmania users would try to implement copyrighted music into Trackmania tracks in a public format like OGG, but after all, noone really knows.

Within Trackmania MUX files can be used for custom challenge music files (although Trackmania also interprets OGG files just as good).

Section 3: Converting Audio

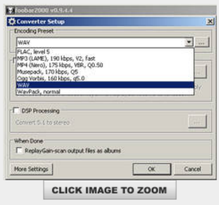
Download our "**rythm_soundsample.wma**" which we'll work with.

If you load & playback this little sample in foobar2000 (or winamp), you will see that it's a perfect soundloop with drums. You could use this as a sound sample for the mediatracker or you could even use it as a custom music for your track/challenge.

CLICK IMAGE TO ZOOM

Conversion Dialogue

Luckily, converting audio is very simple with player software like foobar2000. Just right-click the audio file you want and chose the conversion action, as seen in the picture.


CLICK IMAGE TO ZOOM

Converting to WAV

In the dropdown list you can chose "WAV" as output format. Foobar2000 will automatically chose "typical" wav settings for output.

If your favorite player/conversion software should ask you for the detailed WAV output settings, try to enforce these settings:
Microsoft/Windows PCM 16bit,
44100 Hz Sample rate.

All other processing options keep unchecked, you can now save the file.

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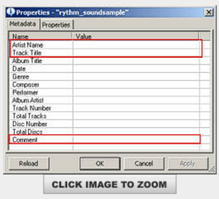
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Converting to OGG

OGG output options are a bit more complicated. If you chose OGG in the dropdown menu, click this button next to the dropdown ...

In this menu, you can set the output quality. Even if you slide to the very left (45kbps), quality will still be acceptable.

Press OK and save the file.

If you plan to use the OGG as a custom music for your driving track, you should edit the OGG's properties as well (like a MP3 ID3 tag).

Just load the OGG file, right click and chose the "properties" option. After you inserted **Artist name**, **Track title** and **Comment**, click "Apply" and then "OK".

These 3 infos will be displayed at the top of the game screen, when a custom music is played within Trackmania.

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Converting to MUX

If you want to convert your OGG file to MUX (for what reason ever), you must use the Trackmania Launcher Tool. It's the only tool that can convert (only) OGG to MUX.

The ID3/Properties of the OGG will be written into the MUX file as well.

As you can see, preparing your audio files for Trackmania wasn't hard at all. The other tutorials will tell you, what sound format details are required when dealing with different things like Car sounds, Ingame Music or Mediatracker Sound effects.

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